

ABSTRACT

A gaming machine and a method of conducting a game of chance on the gaming machine are disclosed. The machine receives a wager from a player to purchase a series of plays of the game. In response to the wager, the machine provides the player with the series of plays and randomly generating at least one
5 outcome for each play. The machine provides an accumulation feature that accumulates an element of the game over a plurality of the plays in the series and redeems the accumulated element for a bonus in response to a predetermined event in the game. The predetermined event may, for example, correspond to collection of a predetermined number of the element or a certain position of the element on a trail,
10 feature ladder, or meter.